

# Brøderbund news

Vol. 2, No. 1

From Brøderbund Software, Inc.

Winter 1986



## SCIENCE TOOLKIT™

*Your Personal Discovery  
Outfit That's Full of Fun!*

"Aha!"

The mad scientist in his long white smock wrings his hands in gleeful anticipation as foam bubbles over the beaker. "Zee ant-e-dote!" he exclaims. His eyes are wild; his white hair wilder. "I've dee-scovered zee antidote!"

You watch intently as you munch your popcorn. The madman's "la-booor-a-tory" cluttered with gadgets and mysterious experiments is standard Saturday matinee, chiller-diller fare. But is this science, you ask? Is this the way Albert Einstein and Isaac Newton acted?

Not by a long shot.

Real scientists are just like you — full of questions, curious about the real world around them, and eager to find new ways to explore it.

If you've ever dreamed of one day becoming this kind of scientist (not the mad kind stereotyped in grade B films) there's no need to wait any longer. Because now, Brøderbund has a real science program designed and priced especially for you.

"This program is a great breakthrough," says Katherine Bird, Product Manager for Brøderbund's Science Toolkit Master Module, available at \$59.95 for the Apple IIe, IIc, and 64K II+ (with joystick port adapter). "It combines hardware and software that turn your computer into a real science lab. It's a hands-on approach to science that lets you reach out and explore the world as you've never been able to explore it before."

Safe, simple and fun to use, this unique package comes complete with software, sensory probes, an interface box that connects to your Apple's joystick port, and a complete experiment guide. (Mad scientist costume not included!)

"Science Toolkit appeals to kids of all ages," says the

program's designer Lauren Elliott. "It's meant to be fun and to put the spice back into science. But it's educational, too. In fact, we know that several high school classes are using it for their science fair projects."

Science Toolkit's sensory probes include a photocell for detecting light and a thermistor for detecting heat. Data is displayed by four separate on-screen instruments — a light meter, thermometer, timer and strip chart — that perform the functions of laboratory equipment worth hundreds of dollars.

"When I was a kid," says Elliott, "I would have given my right arm to have a setup like this. I always loved doing science experiments at home, but Science Toolkit is a *lot* easier than anything I ever had to put together. It's far more sophisticated, too."

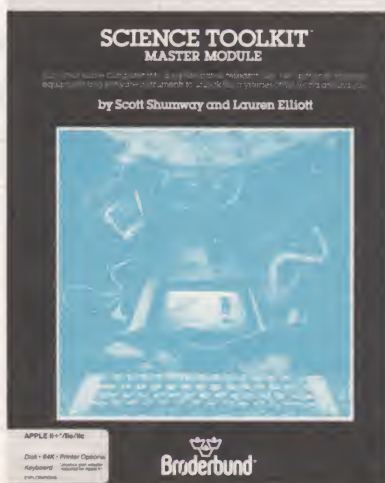
Science Toolkit comes with a User's Manual and Experiment Guide that's more than 100 pages long. It contains scores of projects that can be carried out safely and successfully by scientists of all ages. Plant growth, chemical reactions, the force of gravity, and the behavior of light are just a few of the areas explored. Enterprising users can even build pendulum timers to determine their pulse rate and detecting devices to reveal whether intruders have

entered their room!

Elliott is already working on some "spectacular new gadgets, such as a high-tech seismograph, a speedometer and a heart-rate monitor," to be included in future Science Toolkit add-on modules.

"If you ask me what direction home computer software is taking these days, I'd say it's this — programs that let you get involved not only with your computer but with the whole, exciting world around you."

And that's exactly what Science Toolkit does!







*Doug Carlston founded Brøderbund with his brother, Gary, in 1980. Today there are over 150 employees working for Brøderbund, which is headquartered in San Rafael, California, just north of San Francisco.*

## Software Conversions: How We Decide

By Doug Carlston

Many of you have written Brøderbund asking about conversion of a particular program from, say, Apple to Commodore. I would like to answer all your letters by explaining how we work and what part economics plays in our decisions.

First and foremost, although we develop some programs ourselves, we are mainly a publisher of other people's original software. Since far more products are submitted for IBM and Apple, those tend to be the ones that we publish the soonest.

When a product sells very well or when we anticipate that it will sell, then we ask ourselves how we can expand the market to other computers. We do not convert every product to every computer line.

Sales are a big factor in these decisions. That's why we normally schedule what we call "rollovers" for IBM and Apple first, then for Commodore, Atari and Mac — in that order because that is a rough approximation of our unit sales.

Not all computers are well suited for rollovers, however, and we have to consider a number of other elements. I'll give you several examples. It would be very hard for us to take The Music Shop,<sup>™</sup> which is a Commodore program, and put it on the Apple, which has limited sound capability. A Macintosh product that has very high resolution might not

work very well on a machine that has very low resolution. Some products have to have mouse controls to work effectively, and there are a variety of machines where mice are not generally available. Others require a printer in order to function, and we have to gauge the printer penetration in our particular target markets.

We always try to provide appropriate software for each marketplace.

Beyond these business decisions is the human arena. Sometimes we simply cannot find a staff programmer (and we have about a dozen) who has the ability and willingness to undertake a particular conversion. Once in a while we will ask the original programmers, but we don't encourage this. If they are capable of doing original work, we would rather have them out there working on their next best seller than doing a rollover of an already-established product. There is a greater dearth of originality than programming ability.

If you haven't seen a conversion of your favorite piece of Brøderbund software, take heart. Occasionally, when we get loud protests from consumers about a particular product not being available for their machine, we make an additional effort to find more programmers who are willing to do conversions. We do listen to you. And if you have a suggestion or complaint, you can write me personally. Every letter is read and greatly appreciated.

## Want to Enter the Fantavision<sup>™</sup> Contest?

Are colorful, creepy creations crawling off your computer monitor? Are friends beating a path to your Apple to see your latest cartoon? We'd like to take a peek at what you've created with your new Fantavision program, too. If we think it's really great, we'll give you \$100 and let the whole world see your movie.

Yes, Brøderbund is giving you a chance to become a "published" programmer, and make some money besides. And with this revolutionary new software subtitled "The Magic Motion/Special Effects Generator," it probably won't take you long.

Send a full-length movie or a small part that's really unique. Selected submissions will appear on the back of future Fantavision disks. If there are many superb entries, Brøderbund may even produce a separate disk full of users' creations.

Inside each Fantavision package is a card that must accompany your entry. See that card for further details.

Maybe this will be your first step toward becoming a famous Hollywood film producer or a best selling software author.

## Software Giveaway

We're giving away free software every month.

To enter, all you need to do is complete and return the card included in each Brøderbund Software package. Or, if you prefer, write to us to request a card at: P.O. Box 12947, San Rafael, Calif. 94913-2947.

Each month we randomly select a winner. Maybe you'll be next!

The October drawing winner is Loren Kneeland of Marysville, Mich., who chose Synfile+<sup>™</sup>.

November's winner is Kent Reese from Highland, Utah. He selected Syntrend.<sup>™</sup>

For December, a response card from C.B. Chan of Sugarland, Texas, was drawn, and he picked Dazzle Draw<sup>™</sup> as his free prize.





# WHAT'S NEW

In

## Electronic Novels™

Can you think faster than the BREAKERS?™ They're the despicable smugglers of contraband and slaves who are the main characters in a challenging new Electronic Novel now available for Macintosh, IBM, Commodore, Atari and Apple.

BREAKERS is a science fiction text adventure that takes place on the seedy, black-and-white space colony called Nimbus and on Borg, a lush, technicolor plane with turquoise seas. Your challenge is to dodge mutant space cops, combine the sacred elements to restore order to the planet, and set the powerless free—if you can.

"One very impressive detail in this program," says Product Manager Richard Sanford, "is that we've heightened the need to interview characters to get information about what's going on. Many characters *know* where you go and what you do, and they react and reply accordingly."

Electronic Novels make you feel as though you're diving headlong into the pages of a book, joining the action to become the hero of the story. You make the decisions; you determine how this novel will end. And, unlike any other book you've ever read before, this story can change each time you pick it up.

BREAKERS, the fourth Electronic Novel, is now available for \$44.95 for Apple, Macintosh and IBM; \$39.95 for Commodore and Atari.

In

## Educational Games

Everyone would like to make a killing on Wall Street, catching that one stock on its way up and pocketing a cool million — *after taxes*. But few have the courage and skill to bet their inher-

itance or mortgage the house just for the chance.

Now there's a way to play the stock market risk-free! It's the realistic stock market simulation program, Wizard of Wall Street™, for your IBM PC, PC XT, PC compatible or PCjr for \$44.95. It requires at least 128K of memory, a color or monochrome monitor, and an IBM Graphics Adapter Card.

"The graphics are just great," says Senior Product Manager Jeannine Cook. "It's exciting, and it does simulate real-life anxiety as the ticker streams across the top of the screen. It gives a person the feel of actually buying stock."

You'll have fun exploring the world of high finance as a stock trader, even if you've never done it before. As you learn more about the market you can move up in skill level from novice to investor and eventually to wizard. You can make a fortune here — or lose it — just like on the trading floor.

For those who really want to chal-

lenge the market, Wizard of Wall Street offers such sophisticated moves as puts, calls, options, straddles, straps, selling short and buying on margin (at 13 percent interest).

Each investor starts the game with \$50,000 and has 12 stocks available to trade. To help you decide what to buy and sell, news headlines about particular industries scroll past. You can even subscribe to industry reports (at \$100 each) before making your decisions, but the market ticker — which really TICKS — marches on unceasingly (though you can slow it down for those really critical times). After a month's worth of simulated trading, the computer automatically tallies up your profit (or loss).

This whirlwind game of strategy and timing comes complete with "stock certificates" and an instruction book that helps explain stock market terms and methods. Who knows, you might have so much fun, you'll decide to take a stab at the real market. Good luck!

## In Financial Planning

Do you go into shock at the very mention of the date April 15? Do your knees begin to knock as that ominous federal tax deadline looms? Well, worry no more, because now Financial Independence™ can show you how to approach taxes sanely and sensibly. Financial Independence is a powerful program that will also help with personal budgeting, stock portfolio management and financial planning.

Brøderbund Software and Charles Schwab & Co., the well-known discount stock brokerage firm, have combined efforts to bring you this product. With a special retail price of \$149.95, Financial Independence is easy to use, so inexperienced individuals can quickly gain control of their finances. Yet, it's comprehensive enough that sophisticated investors can manage their financial planning activities.

Beyond tax strategies, a "Budget Manager," "Stock Manager" and "Goal Analyzer" can keep you on top of all your finances. It will help you see how one area affects another. Sell a stock, for instance, and your taxes are automatically adjusted; when income increases, both budget and taxes are re-evaluated automatically.

Users with a modem can automatically retrieve information from CompuServe®.

And Financial Independence will even print your checks for you.

Leave it to Charles Schwab, the man who revolutionized Wall Street, to bring you all the help a professional financial planner could give you — without the monthly bill.

Financial Independence is available for IBM PC/XT/AT and 100-percent compatible computers with 256K of memory.





# From Idea to Market—How Brøderbund

Muppets and a Japanese karate expert, the Bungeling Empire and the warrior Sun Tzu, Easter Bunnies and Santa Clauses printed neatly across brightly colored paper, spreadsheets, musical compositions, stock portfolios, a millionaire Uncle Bucky, and the notorious Carmen Sandiego. This is the world of Brøderbund, one of the country's most successful software publishers.

As a consumer, you're familiar with Brøderbund's exotic display of software at your local computer store. And as a user, you've undoubtedly come to appreciate Brøderbund's passion for excellence in everything it produces.

But how does it all come about? How does the software you buy grow from an idea in a programmer's head to the package you find on your dealer's shelf?

Although each piece of software has its own unique history — sometimes involving several years of programming by its creator and months of development by Brøderbund — the process of bringing the product to market is virtually the same whether it's a game or a word processing program.

## Acquisitions

"We're, at heart, a publisher, much like a book publishing company," explains co-founder and President, Doug Carlston. "And when we acquire a program from a freelance author, we pay royalties — just as a book publishing house does."

Unlike the staid hardback publishers, however, Brøderbund actively solicits software submissions from freelance programmers.

Hundreds of specially prepared Author's Information Kits are sent out each month to programmers interested in selling their wares. Every program that is submitted by freelancers gets a fair and honest appraisal by the acquisitions staff.

When a new program is accepted for development by Brøder-

bund, the programmer is quickly welcomed into the coterie. While there may be more hard work ahead for the author, he isn't going it alone anymore.

## Product Development

A product manager — Brøderbund's equivalent of an editor at a publishing house — sets the development process into motion. This person becomes the in-house expert on the program and acts as liaison with the author.

"It's his or her responsibility to become the program's champion, sharing the vision of the original programmer," explains Ed Bernstein, Director of Product Development.

The product manager keeps busy preparing cost models, determining a suitable retail price and setting up schedules and a development plan.

At the same time, the marketing, sales and production departments get an advance look at the program. Package designs are discussed and potential markets are pegged.

The author, meanwhile, works closely with Brøderbund's product development staff to put the finishing touches on the program. "These days, it's hard for some programmers to do it all by themselves," Bernstein says. "As expectations from users get higher, the development tasks get more complex."

On some products, special visual effects may be added — movie-style close-ups, for instance. On others, sound effects are improved, additional levels of play are created, or more interesting story lines are written.

"At Brøderbund, we have a set of standards for what we feel makes a top-quality product," says Senior Editor Richard Whittaker. "A program must be written so that all paths eventually put you back on the right track, it must have friendly prompts, and everything must be expressed in easy-to-understand language."

"Everything has to be just right. Good enough isn't good enough," the

senior editor says. "That's why we work with programmers to bring out the best in each product."

## Testing

Testing is serious business at Brøderbund. The kinds of tests and workouts that the software is put through before it reaches the market clearly separate a Brøderbund product from the rest of the programs on the store shelf.

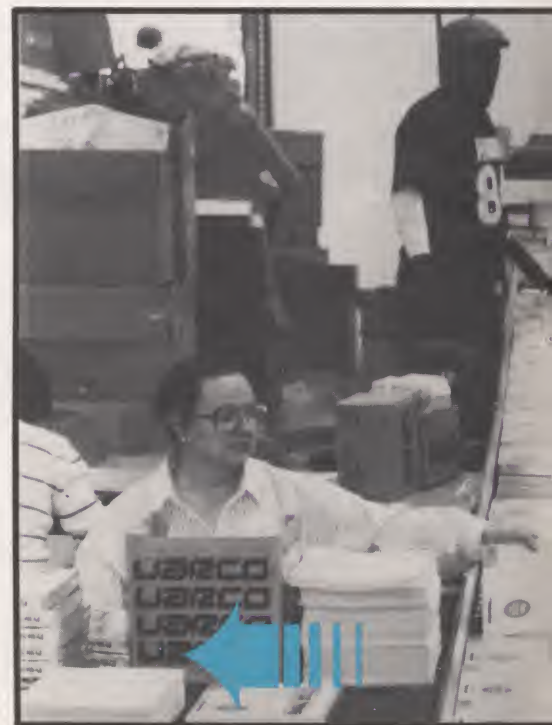
This department works for the customer, finding the elusive bugs, spotting areas that might be confusing and making sure a user won't be able to inadvertently lock up the program.

"If we do our job right, we're not very popular people around here," says testing's relentless "bug buster" Alan Weiss.

Still, he adds, the many high school and college testers Brøderbund employs part-time always seem to enjoy themselves. "When a new product comes in, it gets a little wild around here, because everybody wants to try it out."

"Almost every day, I hear someone

*The assembly line at*







# Brøderbund Does It

saying, 'I can't believe I'm getting paid for having so much fun.'"

## Production

In an ultramodern warehouse several miles from Brøderbund's main offices, the gears begin rolling to manufacture a quality product. And it's real production work — with up to 12,000 packages zipping off the conveyor belt every day.

All duplicating and assembly is done here.

"We guarantee all our software," Al Sonntag, the Production Manager, says proudly. "Our level of rejection, however, is well below one half of a percent. We use only the best, most consistent quality, double-sided dual-density diskettes."

## Sales

How many stores carry Brøderbund software?

"We sell to about 4,000 dealers and distributors," says Director of Sales Rod Haden. That's not including the growing international sales to Japan, Australia, Europe and the Middle East.

"We work with our marketing

the Brøderbund plant



department on promotional events. We offer sneak previews to thousands of dealers, and we're increasing our outside sales team to help keep dealers informed of our new software.

"Then, after the product is in the distribution channels, we check up on it, find out if it's selling and why or why not."

Technical support for the individual customer is part of the sales department's job, too.

Sales Administration Director Brian Eheler says, "We get as many as 500 calls a day from users asking us for information in finding a product or help in working a program. We provide this service free of charge."

## Marketing

When it's time to market a new Brøderbund product, "We basically take an informational approach, not the hard sell," says Advertising Manager David Kessler.

Advertising campaigns are geared primarily toward computer-oriented magazines and other print media.

About two months before a product is ready for release, special promotions are launched, press releases sent to the media and "sneak preview" programs distributed to computer magazines for review.

And once the program hits the stores, Brøderbund "Ambassador" Bill Holt adds it to his travelling demonstration, which he offers to user groups all across the nation.

## The Never-Ending Cycle

This is the route that each Brøderbund product travels before it reaches your home computer.

It's a hectic journey. But with as many as 50 different programs at various stages of development, marketing or production at any one time, there's little opportunity to sit back and bask in the success of a new product.

## Around the Corner

### The Graphics Revolution

By Gary Carlston

We're involved in a computer revolution as significant as the "word processing" revolution of the past ten years. If you use The Print Shop™, Dazzle Draw, or Fantavision, you're part of the "graphics power to the people" movement that is changing the way we work and play. We now have access to graphics processes that were previously available only in the studio or at the lab.

Graphics developments on micros, until recently, have been oriented primarily toward putting graphics on paper or refining them on the screen. This year we should begin to see graphic applications in the areas of communications and video.

Soon we micro users should have access to tools that enable us to mix computer graphics and video in a serious way. The process of building video graphics applications will result in a host of byproducts, which will enrich our software environment substantially.

Data-efficient programs like Fantavision already enable us to store hours of action graphics on disk without the need for new hardware technologies such as laser disk. The graphics languages that can be built around such tools will enable educators to provide dynamic interactive illustrations of a host of processes that static pictures do not adequately explain. Data efficiency also allows us to send real-time animated graphics over the phone lines, which should add some sizzle to communications and information retrieval.

As for recording computer graphics directly to video, look for 1986 to be the year when software and peripherals start to make it all possible. The ability to transfer titling, special effects and animation from computer to video will make the home movies of today resemble the sci-fi blockbusters of the recent past.







news

# THE RUBBER ROOM



Gene Portwood, left, and Lauren Elliott think it's important to have fun while they work. And they do!

all were created by Portwood and Elliott, who are definitely on the same wavelength.

"We're kids at heart, and we both love toys. My grandson always calls to ask if he can come over and play with my Go-bots," Portwood says unabashedly.

"And we both enjoy computers," Elliott adds, "though we got into the field in different ways."

Portwood began programming after he'd finished working as an animator on Disney's "Sleeping Beauty," and was looking for a more lucrative career to support his growing family.

Elliott has a more scientific background. As an architect and ecology graduate student, he learned to write computer programs while working on solar heating designs.

Small wonder the new Science Toolkit is his brainchild.

"We've come a long way from games like Pong," Elliott says.

"That's right," adds Portwood, who's been happily doodling at his drawing board. "In just a few years, we've gone from Space Invaders™ to programs like Captain Goodnight whose quality is beginning to rival Saturday morning cartoons."

At least part of that evolution is directly due to the dynamic duo in Brøderbund's Rubber Room.

And why is it called the Rubber Room?

Because ideas get bounced off these walls. And because in here, it's okay to be crazy.

"Now that *Blood Quest* is such a big hit, we're moving on to other, state-of-the-art programs," Portwood calls from the doorway.

Visiting hours are over.

"How about educational software that teaches touch typing — with a hammer? Or our favorite: 'Guiltware.' No matter how you answer the questions, the computer tells you that you did okay, but your brother can do better —"

A high-pitched cackle comes from inside the room. Was it Portwood or Elliott?

Nah, it must have been one of their toys.

## ... They're Bouncing Off the Walls

Welcome to the "Rubber Room."

There's no "genius at work" sign hanging on the door, but perhaps *some* kind of warning should be posted, for it was here that two potentially great men put their heads together one day and created *Blood Quest*.

It features Dolby, 3-D, sticky stuff and more. A 350-lb dwarf is the "hero" of this story, but he always seems to get killed instantly. It was such a hit that it made *Softalk* magazine's top 100 list in 1984.

"It's the definitive adventure game," says Gene Portwood, who, along with Lauren Elliott, created this game. "It's the first ever to have a giant chicken stomp you to death — *Softalk* singled that out as one of its greatest attributes."

Somebody should have done something about these two guys back in 1984.

You see, *Blood Quest* is not available in any store. It's not a commercial program, but rather a zany invention that appeared one day from the "Rubber Room."

Just leave Gene Portwood and Lauren Elliott alone for a few hours and that's what happens. They're the co-

inhabitants of this affectionately nicknamed place that is actually the creative nerve-center of Brøderbund's headquarters in San Rafael, California.

Portwood — who once worked as a Disney animator — and Elliott are responsible for polishing the software programs that Brøderbund receives from freelance programmers. They enhance graphics, work on story lines and help develop distinctive personalities for the characters.

"On Karateka," for example, we worked with the programmer to add the finishing touches to the graphics," Portwood explains. "Together, we came up with an appealing story line that makes everybody want to rescue the poor girl."

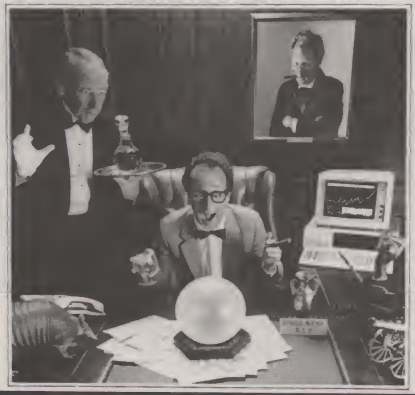
Elliott stops tinkering with a gadget long enough to add: "It was a collaborative effort that produced a program we're all really proud of."

Brøderbund's own programs are also born in this small, oddly decorated room, complete with talking robots and a photo graph of Teddy Roosevelt. Where in the World is Carmen Sandiego?™ Captain Goodnight,™ and the new Science Toolkit





## WIZARD OF WALL STREET



### 3 Business Schools Challenge the Stock Market

No, Brøderbund isn't trying to bring back "The GE College Bowl," but for two days in February a battle of brains, wits, stamina and quick reactions will be reminiscent of that favorite old TV show.

Teams of MBA students from Stanford, Harvard and Wharton will square off at their IBM computers to battle the idiosyncrasies of the stock market. They'll compete for the title of "Wizard" with Brøderbund's exciting new stock market simulation program, Wizard of Wall Street.

The only mascots on this playing field are the bear and the bull.

Starting out with "\$100,000 bank accounts," the teams will spend two grueling days studying the constantly changing ticker tape and scrolling news headlines. They'll buy and sell stocks and options with cash or on margin.

The object? Just like in the real world, "the team that earns the most money wins," says Marketing Manager Latricia Turner. "They'll also get a check for \$1,000 — in real money."

Each participating school will receive a Wizard of Wall Street engraved crystal ball — and a hint at whether they'll be able to survive the rigors of the stock market after graduation.

Brøderbund News is written, designed and produced by The Wordsworth Corporation, Postal Drawer 996, Larkspur, Calif. 94939. (415) 461-0425.

## LETTERS

Dear Brøderbund,

He is Peter Pan and Santa Claus wrapped in one delightful package. In a few short hours he managed to enchant the child in all of us . . .

Bill Holt, Ambassador from Brøderbund Software, won our hearts during the ABUG (Apple Bits User Group) meeting of September 11, as he held us in the palm of his hand for two magical hours. The magic was easy: The right combination of speaker and audience is bound to produce optimum results.

My only problem: Each time a new piece of Brøderbund software was presented, I wanted it. By the end of the evening I felt like the greedy child under the Christmas tree, the child who wants the whole thing. The nice part about it is that, although I am that greedy child, I also hold the checkbook, and I am perilously close to going out and buying the full complement . . .

To say Brøderbund charmed us all through the person of Bill Holt would be redundant. I say it anyway. Thank you, Brøderbund, for an unforgettable evening. Thank you for a most winsome and charming Ambassador, and thank you for your awesome contribution to the world of Apple software.

— Sandy Brockman  
President  
Apple Bits User Group  
Kansas City

Dear Readers,

**If your user group, anywhere in the United States, would like to meet Ambassador Bill Holt, please call him at (415) 479-1170.**

Gentlemen:

In your first newsletter you stated that *The Print Shop* would not work on the Gemini 10. Well I hate to burst your bubble, but you are very much wrong about this. We have been using the Gemini 10x for the last few months and have not had any problems with it . . .

— Pat Greninger  
Jefferson City, Missouri

Dear Gemini Owners,

**The numerous letters we received from readers after publishing the first issue of Brøderbund News last November were very gratifying. It shows us you're reading our news — but one point must**

**not have been clear. The complaint in the above letter was repeated by scores of Gemini printer owners, showing us that, while what we said in our "Helpful Hints" column is correct, not everybody understood it.**

Our "Helpful Hints" column stated that *The Print Shop* will not work with the Gemini 10 and 15 printers. This is the case. However, *The Print Shop* does support the Gemini 10X and 15X as many of you mentioned in your letters.

**Thanks for all your responses. And keep 'em coming!**

Dear Mr. Carlston:

I recently received the first edition of Brøderbund News and would like to congratulate you on an excellent newsletter. I will look forward to receiving future editions . . .

— Carl Below  
Eugene, Oregon

To All Our Readers,

**Your compliments are appreciated — always! So are complaints, news items, questions and suggestions from all of our readers and customers. We read every letter.**

## How to Reach Us

We want to hear your suggestions for our newsletter or software products you would like to see, questions about programs, and, yes, even complaints. Please help us direct your letter or call to the right department.

★ ★ ★ ★

If you're having trouble finding a Brøderbund program, write: Software-Direct, P.O. Box 12947, San Rafael, Calif. 94913-2947. Or call us at: (415) 479-1185 between 8:30 a.m. and 5:00 p.m. Pacific Standard Time. (Sorry, we cannot accept collect calls.)

★ ★ ★ ★

If you have a specific question about one of our software programs, call Brøderbund's Technical Support Department: (415) 479-1170.

★ ★ ★ ★

If you are sending a letter to the Brøderbund staff or to Doug Carlston, please write in care of Brøderbund News, P.O. Box 12947, San Rafael, Calif. 94913-2947.





# Helpful Hints

## What is the policy for enhancing the Bank Street Writer II+ version?

You should return one disk at a time along with a check or money order for \$20.00 for the first disk. We will return one enhanced disk along with a voucher to return to us with the second disk. When we receive the second disk and voucher, we will return a second enhanced disk. This method of exchange allows you to continue using your Bank Street Writer while we upgrade it. You do need to specify the 128K or the 64K version when you return each disk. If you would prefer, both disks can be returned at the same time.

Return disks to: Software-Direct, 47 Paul Drive, San Rafael, Calif. 94903. Please make your check payable to Software-Direct.

## Why won't my Bank Street Writer work on my 800XL?

There was an older version of the program that would not work on the 800XL. The current version will work with no problems on the 800XL. You can return the non-working disk to us and we will replace it at no charge.

## Why do I get "garbage" on the screen with my 128K Apple IIe Bank Street Writer?

Most likely, you need to have the jumper pins on the extended 80 column card capped to enable the double high-res graphics. Double high-resolution graphics MUST be enabled for Bank Street Writer to work in the 80-column mode.

## Does Dazzle Draw work with my printer/interface?

Dazzle Draw is only certified to work with the printers and interfaces listed on the box. These are the ONLY printers and interfaces that we have tested with Dazzle Draw; any others are unlikely to work with the program. We're sorry, but there is nothing we can do about a problem with an unlisted piece of hardware.

## Does Dazzle Draw work with the new Apple Imagewriter II color printer?

Yes, if you have our current version of the program which specifically states on the printer information label that it works on the Imagewriter II color printer. This label is found on the lower left cor-

ner of the back of the package. Also included in this enhancement is the ability to use the new Apple UniDisk 3.5 drive as a data disk and slide show drive.

If you own a previous version of Dazzle Draw and wish to obtain the enhanced version, you may do so by returning your version of the Dazzle Draw disk to us at: Software-Direct, 47 Paul Drive, San Rafael, Calif. 94903, along with a check for \$20.00, payable to Software-Direct. Please allow four to six weeks for delivery.

## I know the Print Shop runs on the IBM, Apple, Atari and Commodore 64. Are there versions available for:

### Macintosh?

Coming soon. You'll be amazed at the new features.

### Amiga?

Also coming in 1986, with color printouts, too!

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## Real Hints for Two Arcade Adventures

### For Karateka:

#### How do I get past the gate?

Walk up to the gate in fighting stance. When the character is close to the gate, kick under it. The gate will be activated and fall down. When it begins to rise, the character should run under the gate. This will let you pass into the next section of the castle.

#### How do I kill the eagle?

There is no "trick" to doing this. The technique is the same as for the guards, it will just require practice to get the timing right.

#### How do I get to the princess without her killing me?

Don't approach her in fighting stance! After killing Akuma, stand up

and run to her arms.

### For Mask of the Sun:™

#### How do I kill the skeletons that are guarding the silver bowl?

Hit the skeletons with the amulet.

#### How do I get out of the green gas room?

Go south-west.

**Brøderbund News**  
**P.O. Box 12947**  
**San Rafael, CA 94913-2947**

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